

BEYBLADE

TOPS

Galzzly™ Attack Type
Competitive Grade

Includes unassembled
BEYBLADE top, launcher,
ripcord and instructions.
Assembly required.
No tools needed.

AGES 8+
82536/82500 Asst.

A9



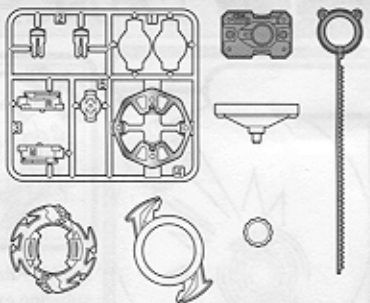
WARNING: Do not use BEYBLADE tops or Beystadium™ on tables or other elevated surfaces.

BEYBLADE tops/Beystadium are intended to be used on the floor. Do not lean over the stadium when BEYBLADE tops are in play. BEYBLADE tops may bounce up and hit eye or face.

- Before assembly and playing, please read instructions. Please keep these instructions for future reference.
- When removing parts from runner frame, ask an adult to help you trim off any excess plastic using scissors or other suitable tool.
- The frame is numbered. Please follow the numbers carefully and make sure you are assembling the right parts.
- Discard plastic bags immediately.

PARTS:

Runner Frame Parts, Blade Base, Attack Ring A, Attack Ring B, Metal Axis, Metal Weight Gear, Right-Spin Launcher, Ripcord



BUILD:

- 1** Place Metal Weight Gear on 6 gear.
- 2** Snap both halves of 3 Right Spin Gear around gear, enclosing Metal Weight Gear.
- 3** Peel and apply stickers as shown. Attach Attack Ring A and Attack Ring B.
- 4** Insert 2 Attachments into Blade Base until the tips are just past the knobs. Do not insert attachments all the way in at this time.
- 5** Place Right Spin Gear into Blade Base.
- 6** Snap Attachments all the way into Blade Base to secure Right Spin Gear.
- 7** Place 4 Weight Disk on Blade Base.
- 8** Assemble Attack Ring (parts A and B).
- 9** Attach Bit Chip to Attack Ring.
- 10** Place Attack Ring onto Blade Base, aligning tabs on ring with grooves on spin gear. Turn ring to the left until it locks onto base. (To remove ring from base, turn ring to the right.)
- 11** Your BEYBLADE top is now ready for battle!

LAUNCH:

- A** Insert ripcord into launcher as shown. *NOTE: Use left-spin launchers for Left Spin Gears; use right-spin launchers for Right Spin Gears.*
- B** Insert posts on launcher into openings in BEYBLADE top, as shown.
- C** Hold lower half of launcher and rotate BEYBLADE top left to lock it in place.
- D** Holding the launcher securely, pull the ripcord over the BEYSTADIUM (not included) – the BEYBLADE top will spin... launch... and battle!

Double Attack Ring



Galzzly Attack Ring

With Double Attack Ring for extra-powerful attacks!



CORE Ring



SUB Ring



Right Spin Gear



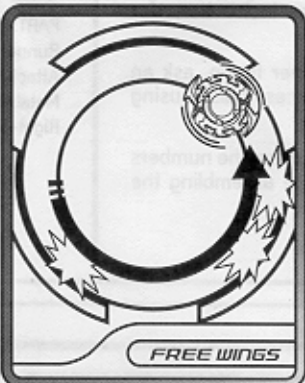
Removable Right Spin Gear is interchangeable with other Spin Gears to increase your customizing options for additional battle strategies.

1 LAUNCH



Double Attack Ring! Free-spinning sub-ring extends the range of attack to push opponents out of the stadium. With more hooks, your opponents will not be able to escape your attack, and they increase your top's balance.

2 BATTLE



Free-spinning sub-ring absorbs shocks when it hits the stadium wall.

CUSTOMIZE FOR EACH BATTLE!

Interchange parts with other BEYBLADE tops to customize for different winning strategies! The more tops you collect, the more customizing you can do!

Collect and customize with these interchangeable parts:

Attack Ring:	contact type
Weight Disk:	speed & momentum
Spin Gear:	spin direction
Blade Base:	movement patterns

By customizing, you can create these different BEYBLADE top types:

Attack Type:	rooms around the stadium
Combination Type:	steady motion
Endurance Type:	spins for a long time
Defense Type:	stays in one place

TRIPLE SHOT You and your opponent each battle 3 BEYBLADE tops for triple the action!



Get your 3 BEYBLADE tops ready.



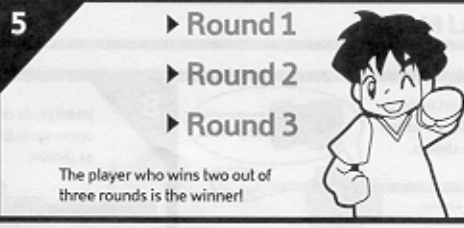
Decide the play order of your BEYBLADE tops.



To start the game, players launch their first BEYBLADE top.



Play three rounds.



► Round 1
► Round 2
► Round 3

The player who wins two out of three rounds is the winner!